

FIG.1

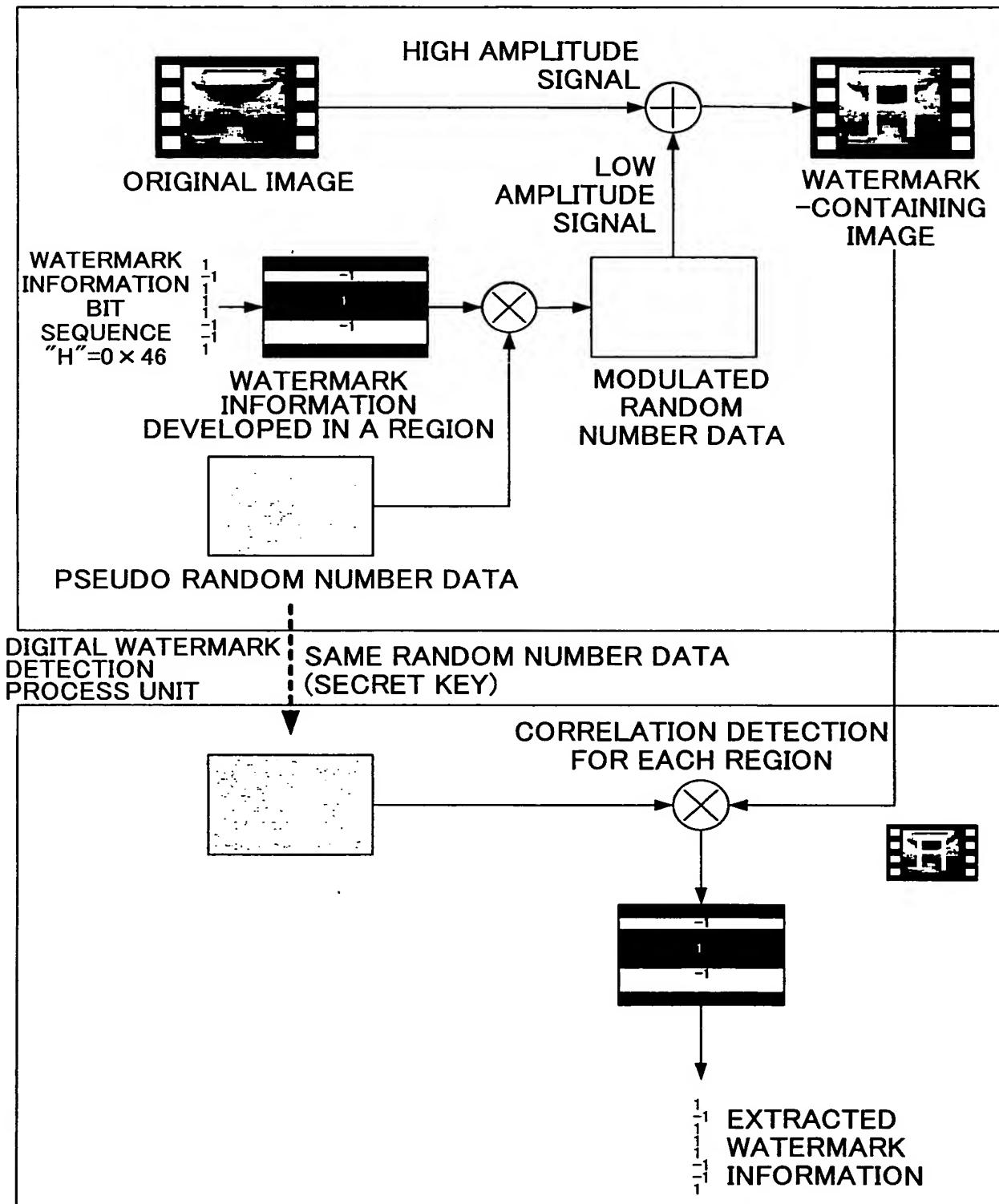
DIGITAL WATERMARK  
ADDING PROCESS UNIT

FIG.2

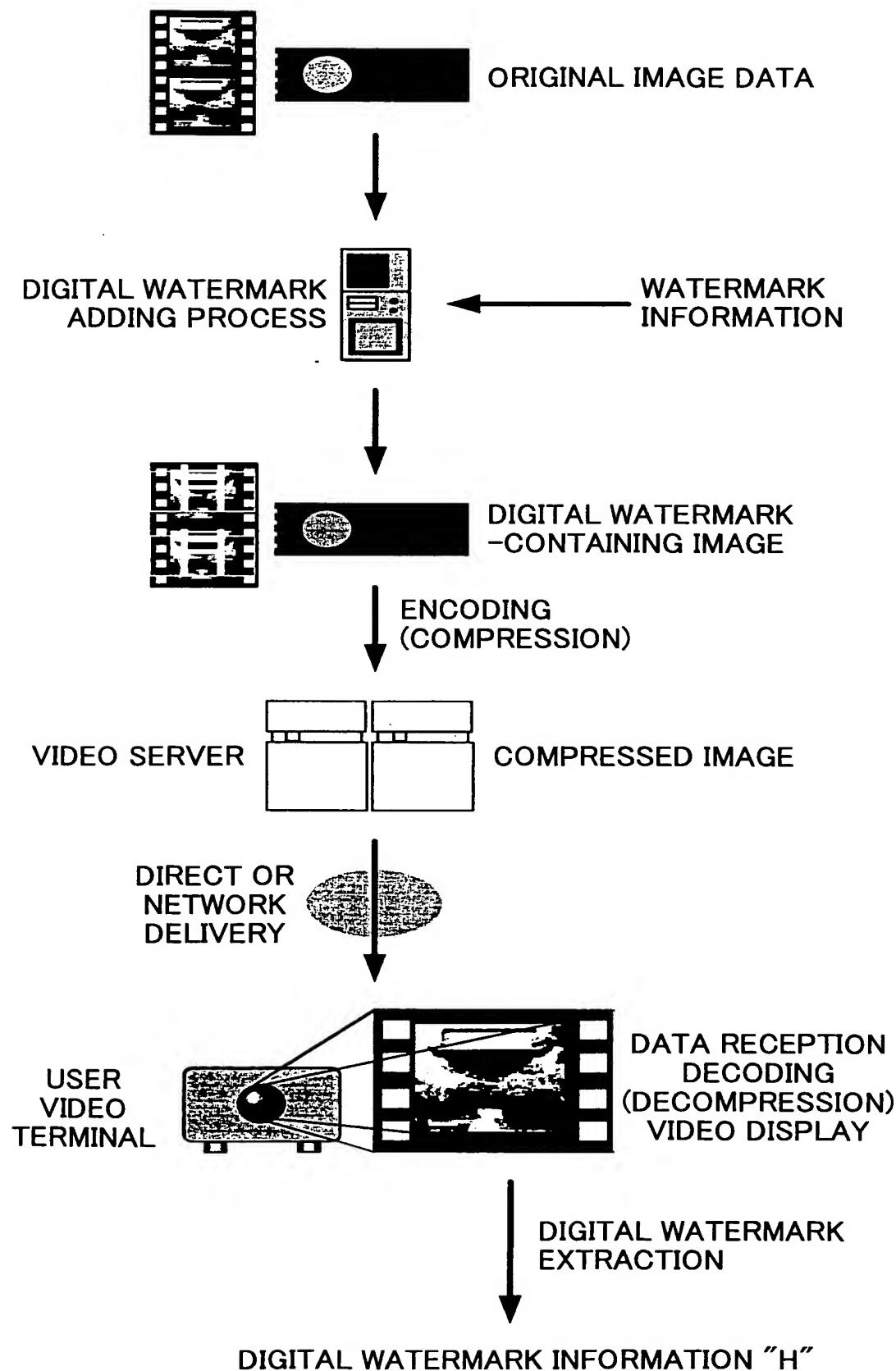


FIG.3

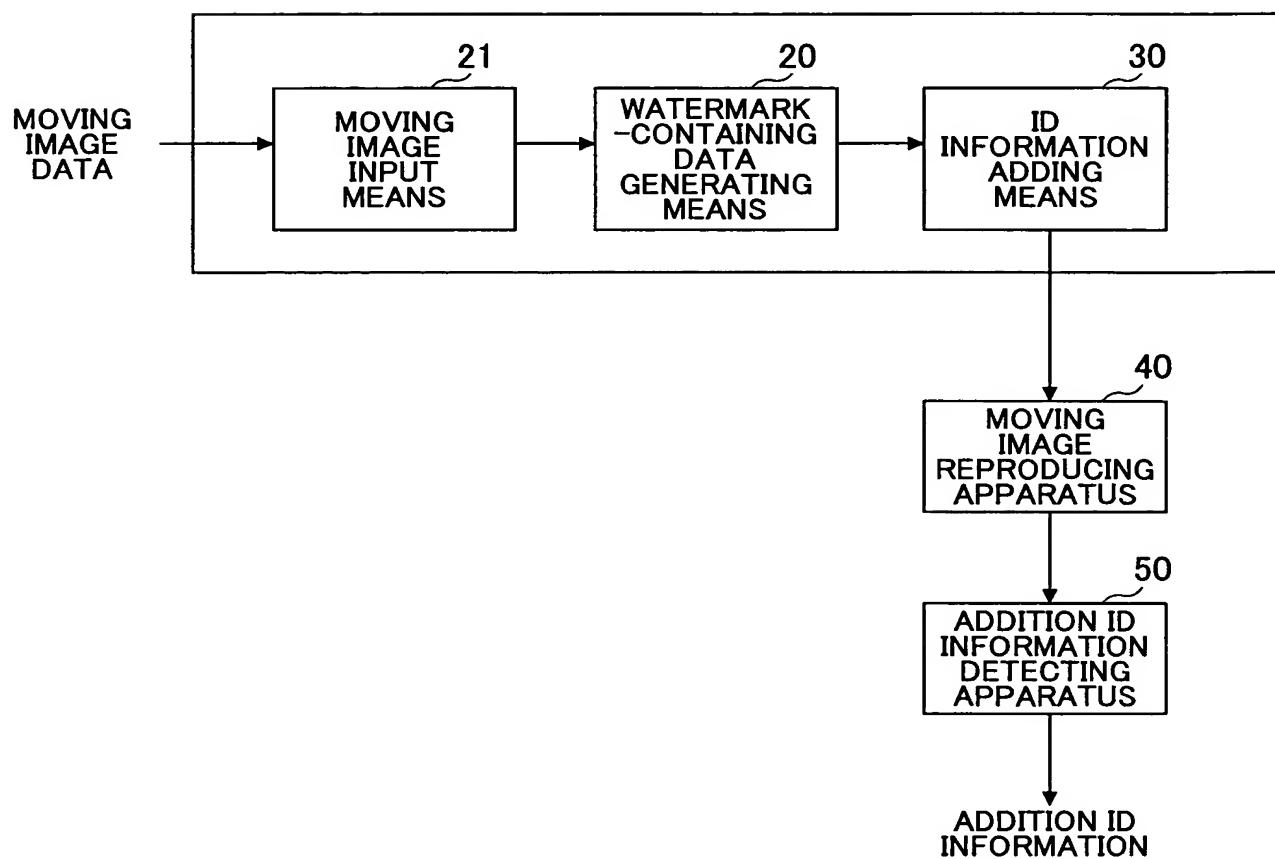


FIG.4

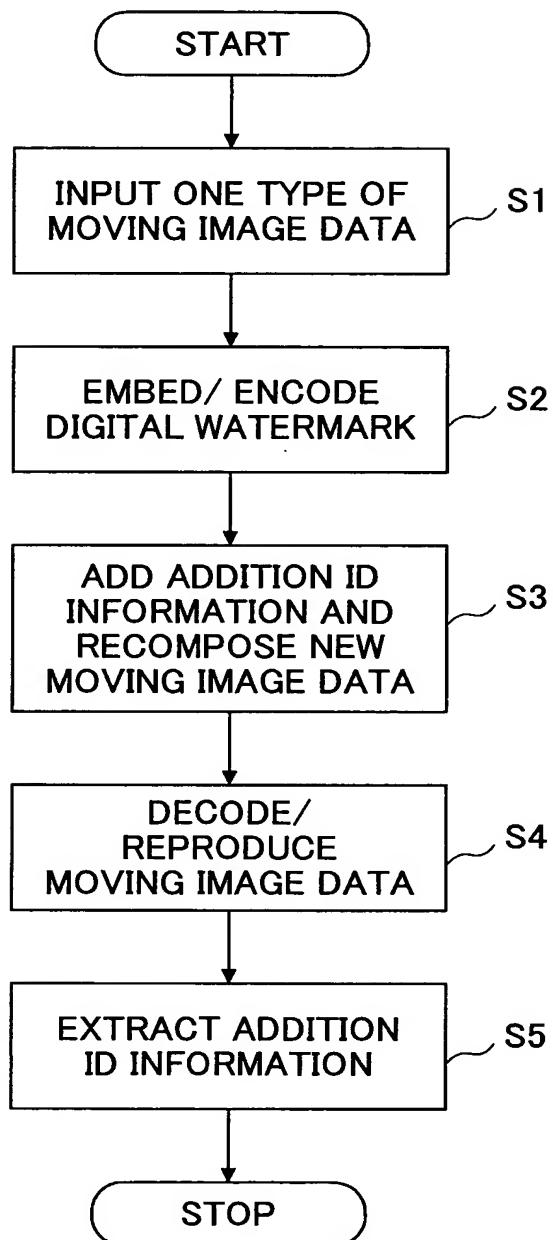


FIG.5

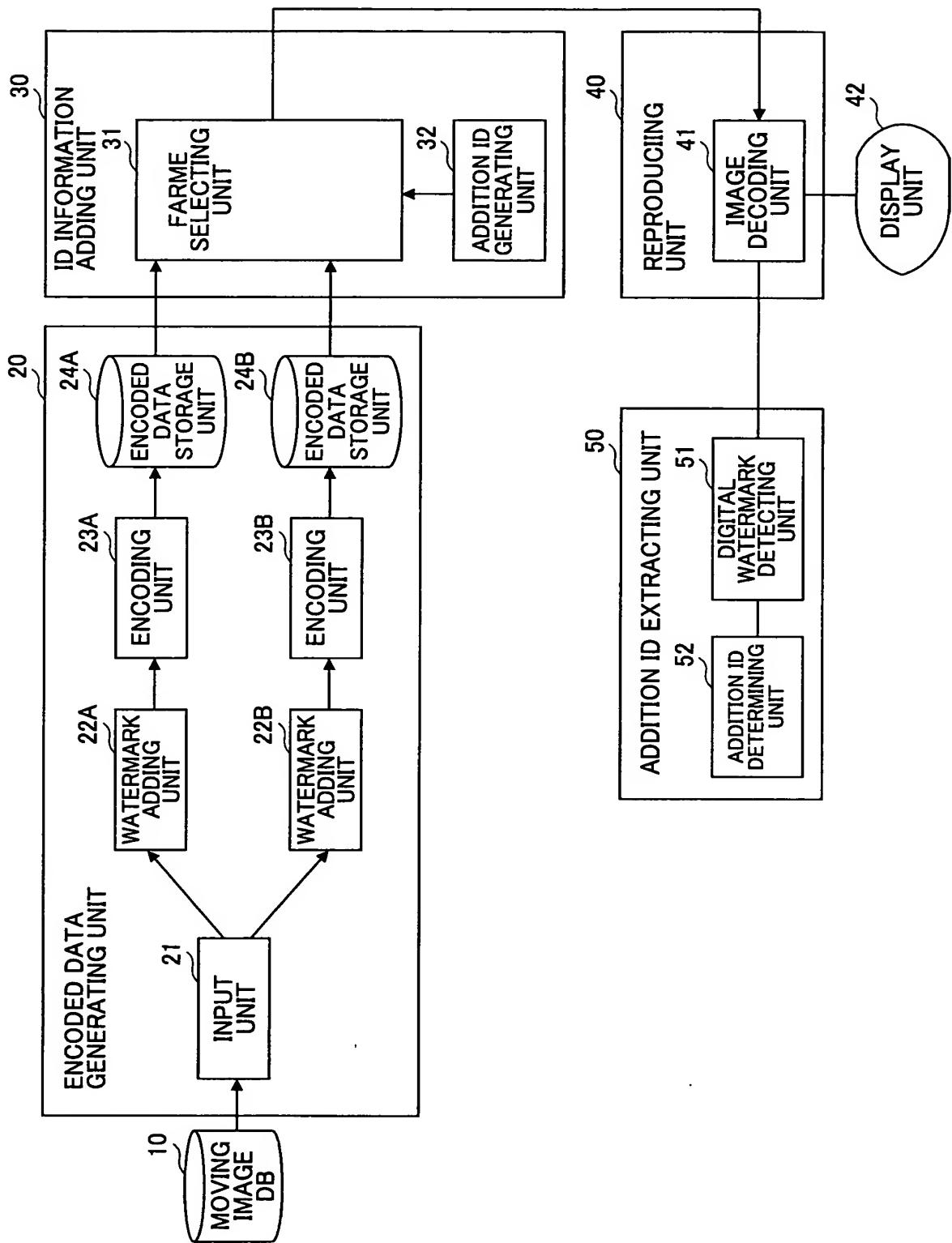


FIG. 6

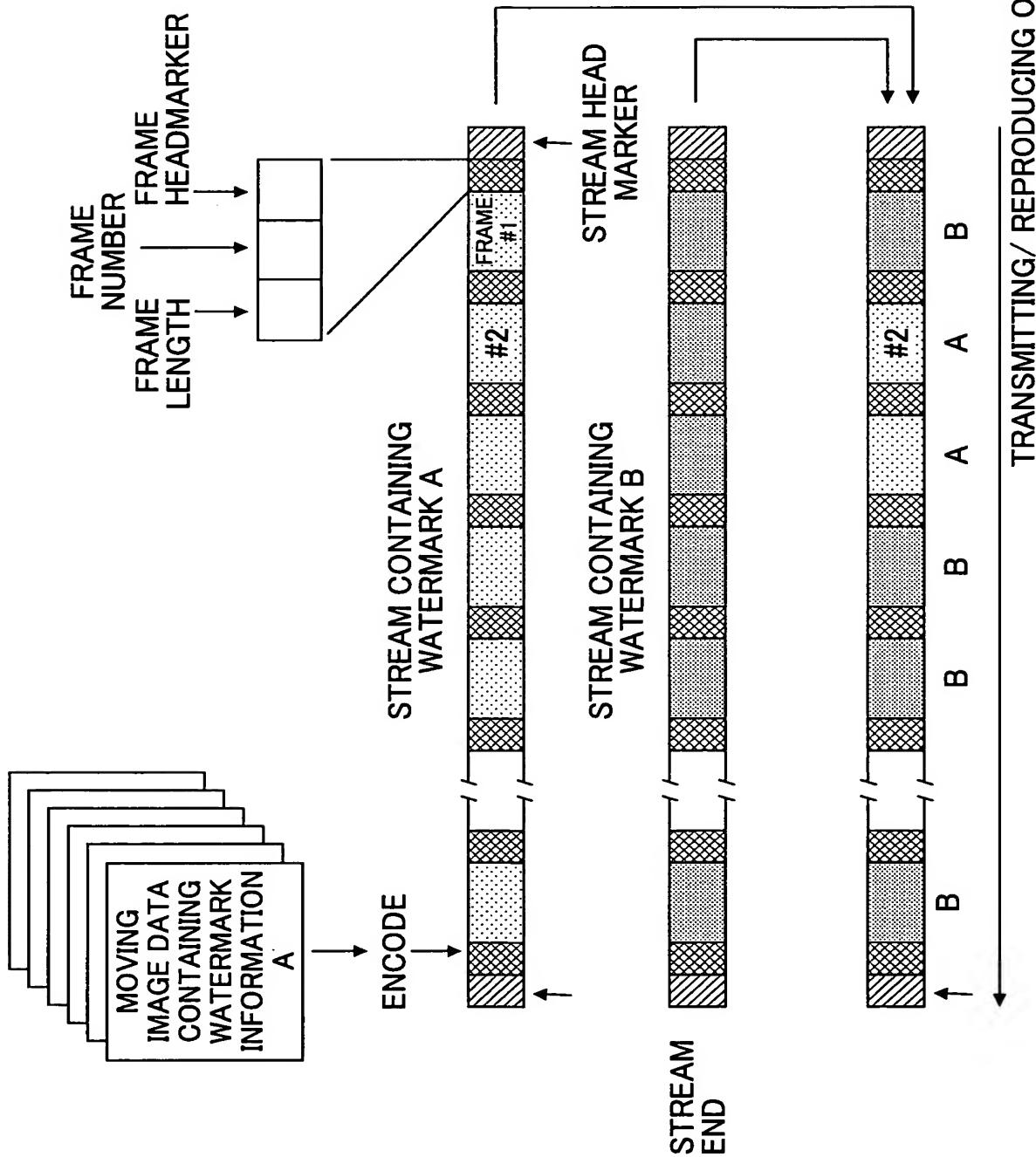


FIG.7

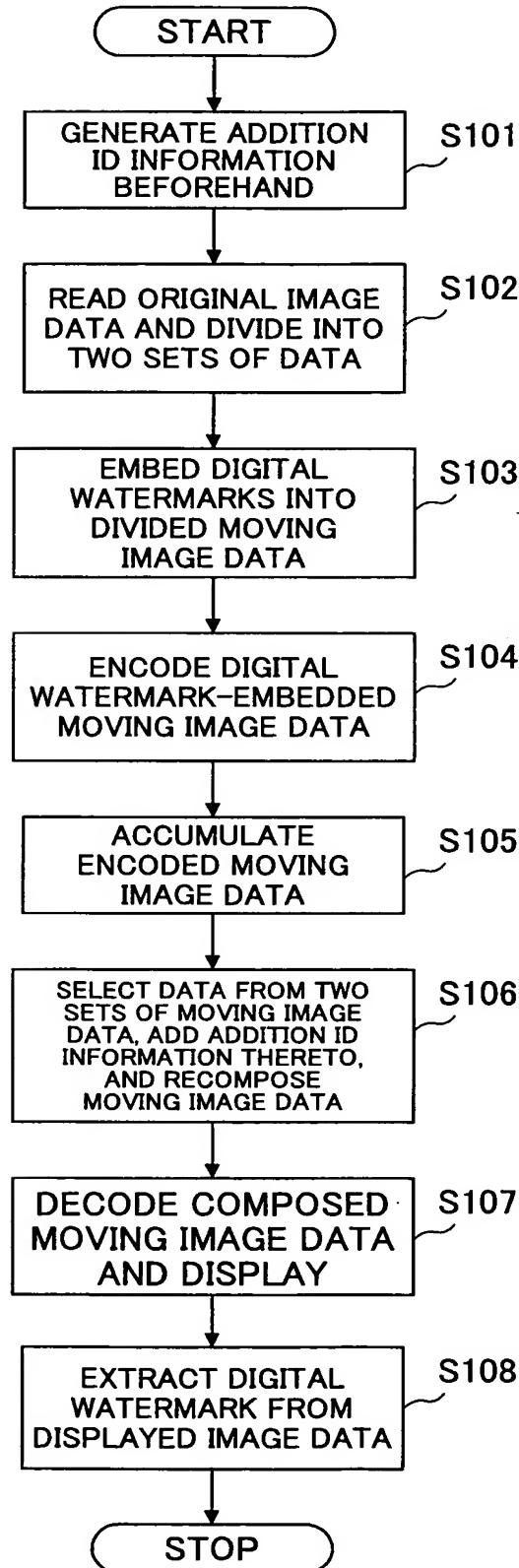


FIG.8

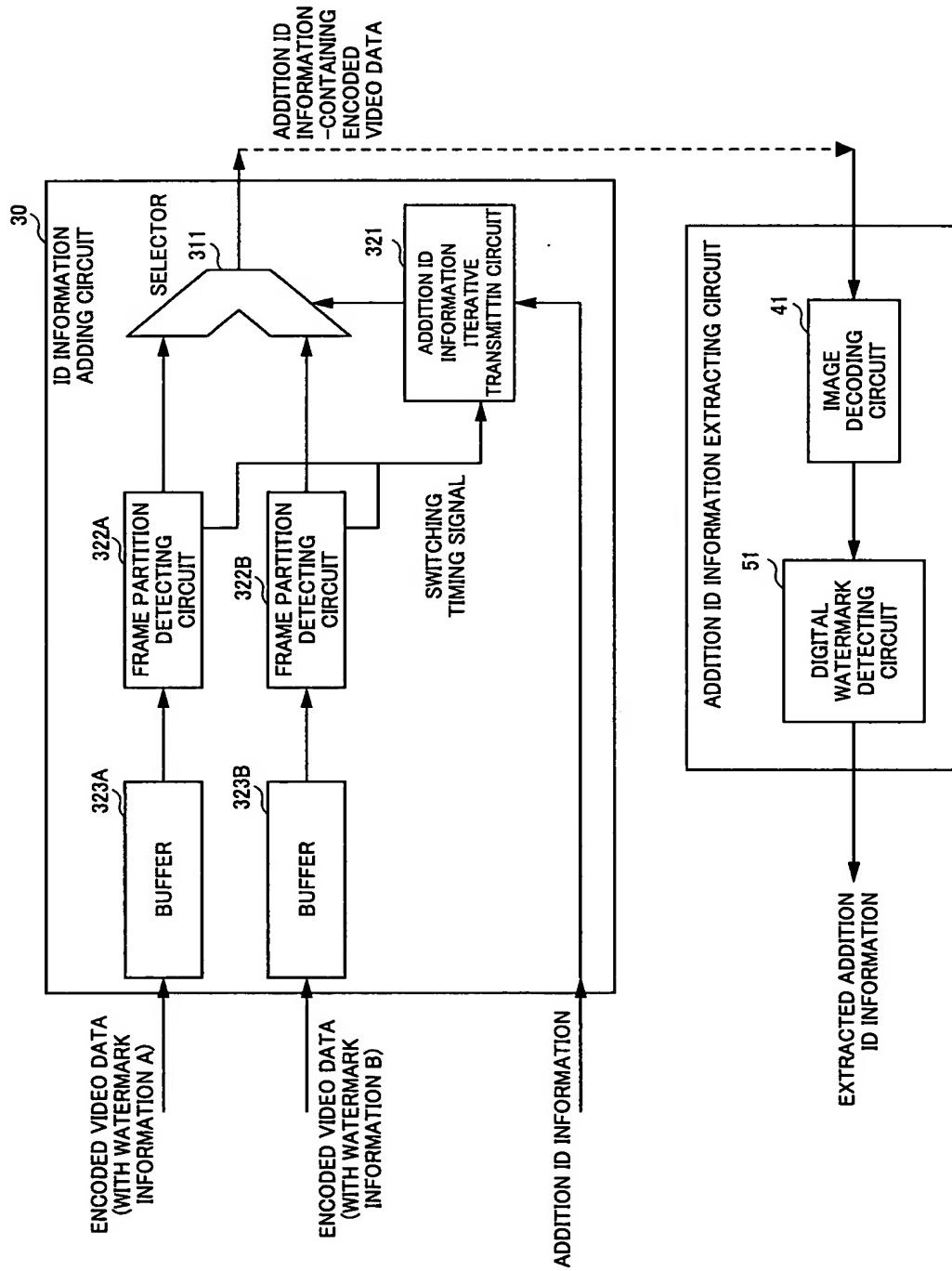


FIG.9

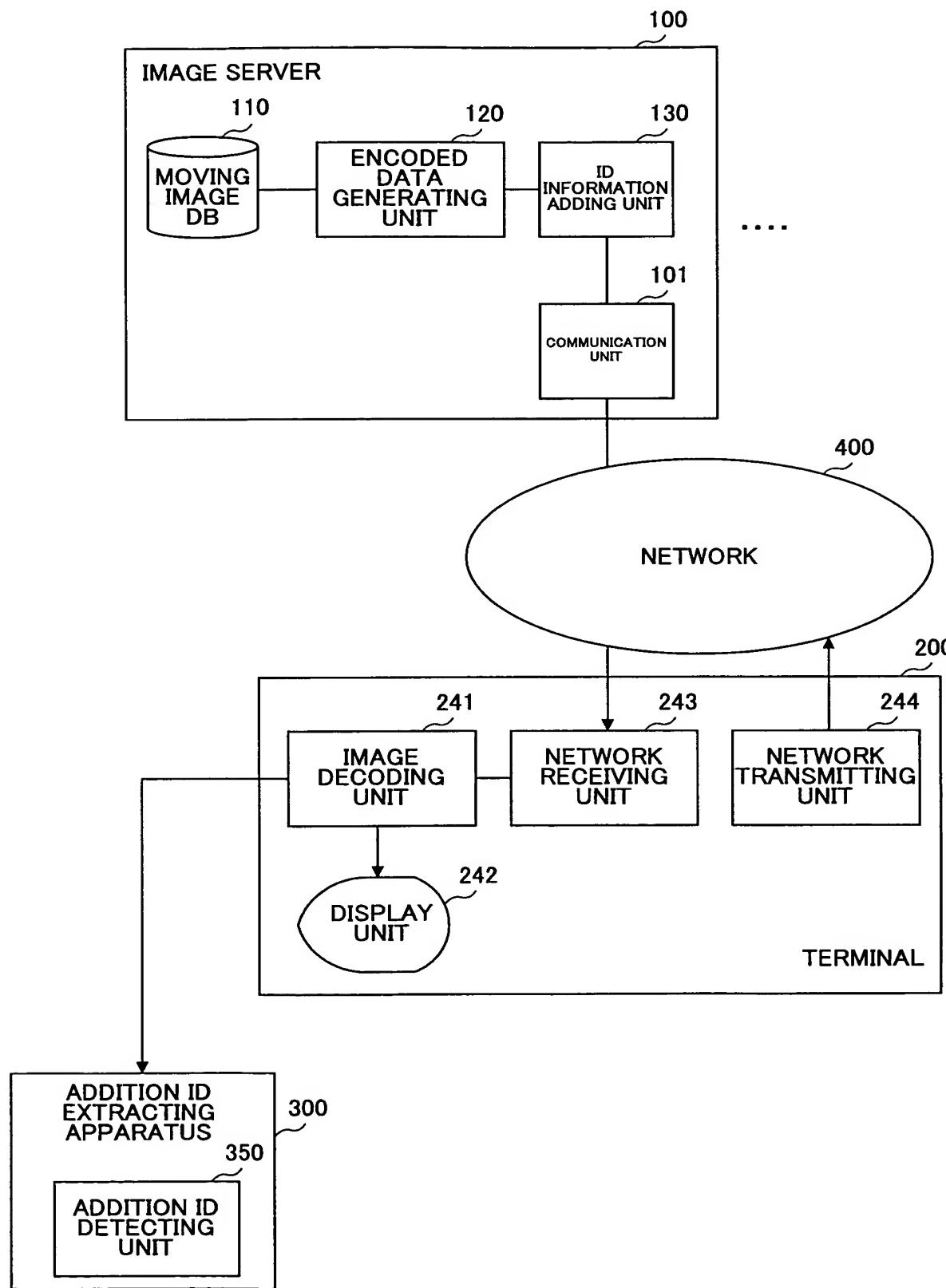


FIG.10

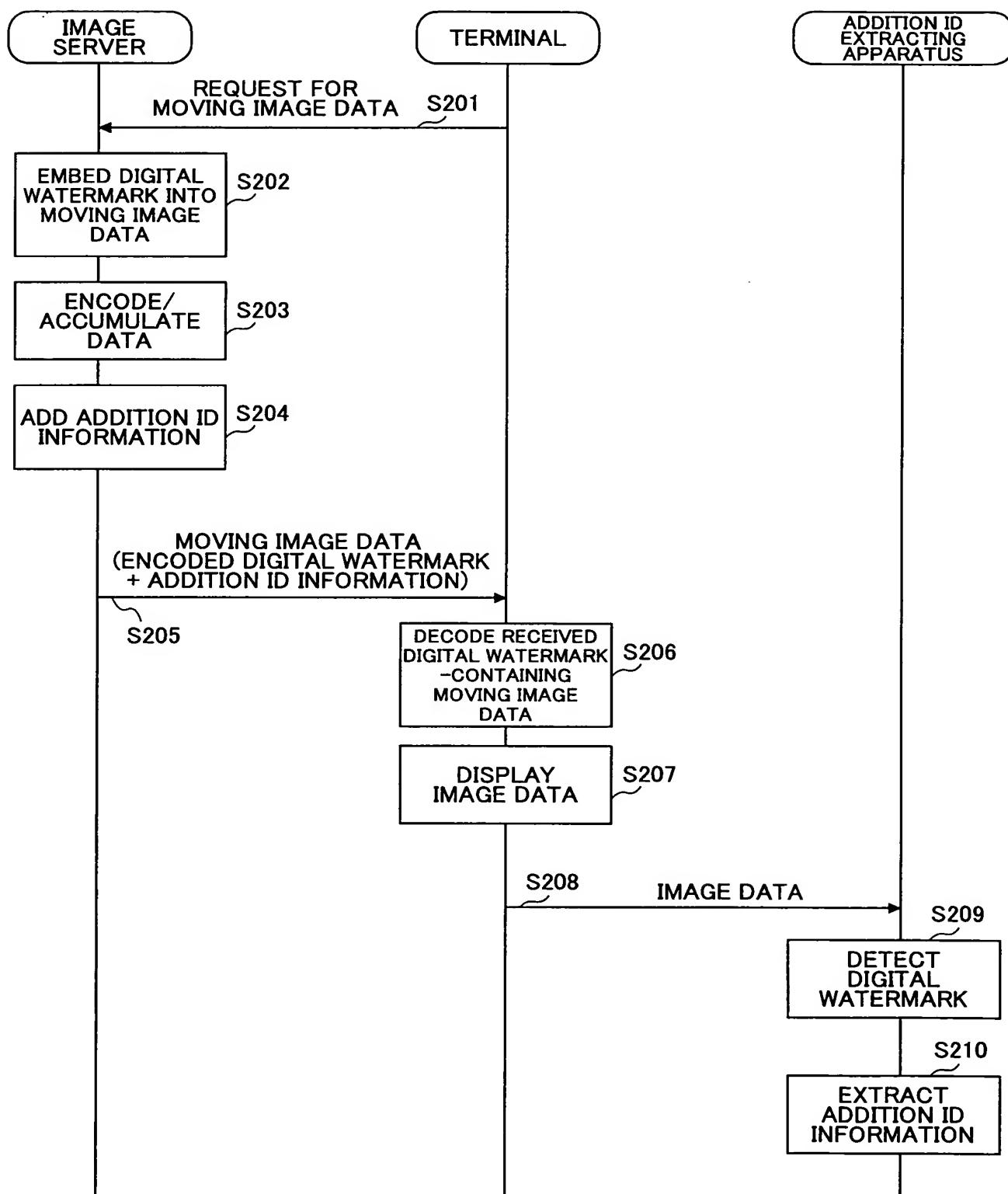


FIG.11

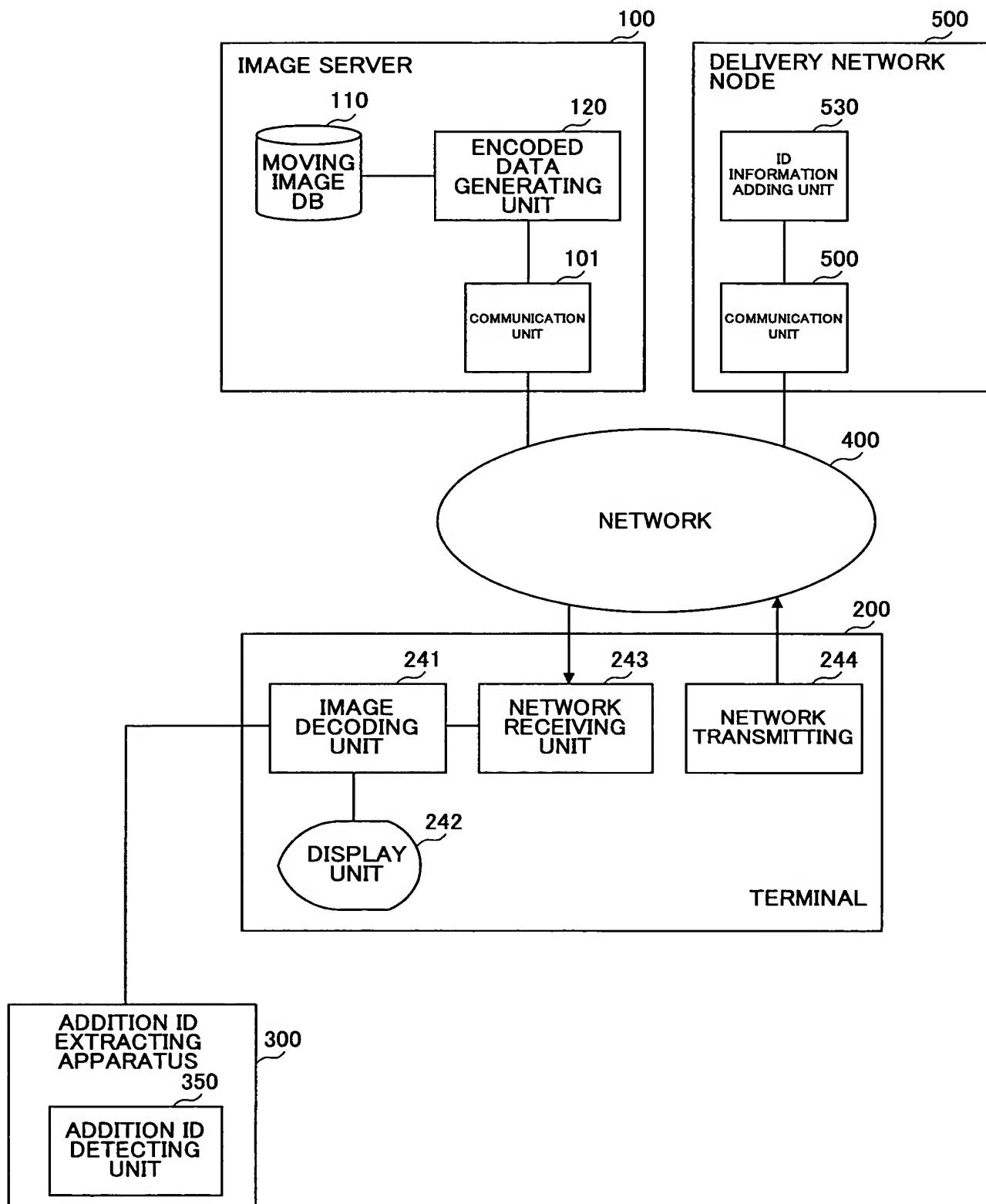


FIG. 12

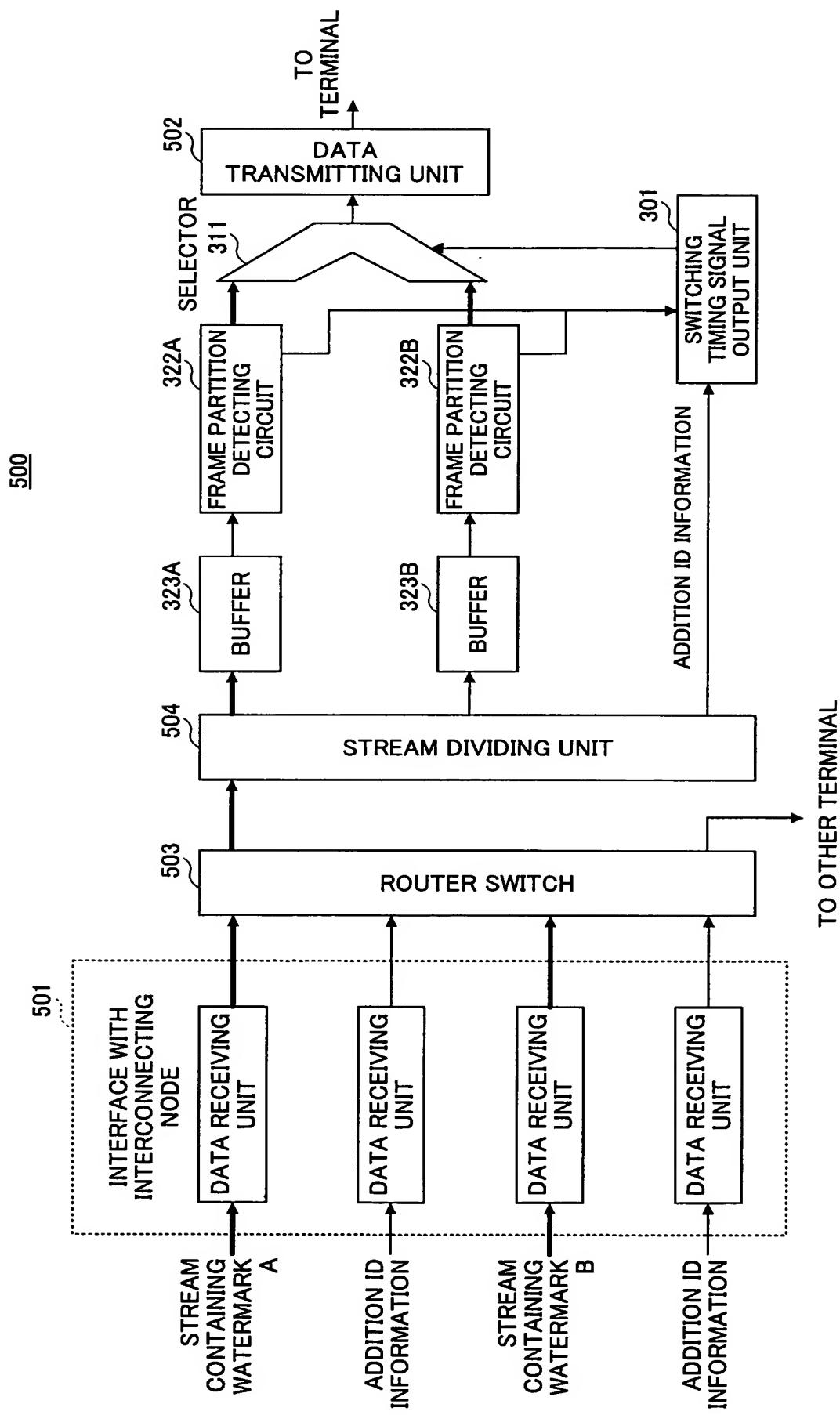


FIG.13

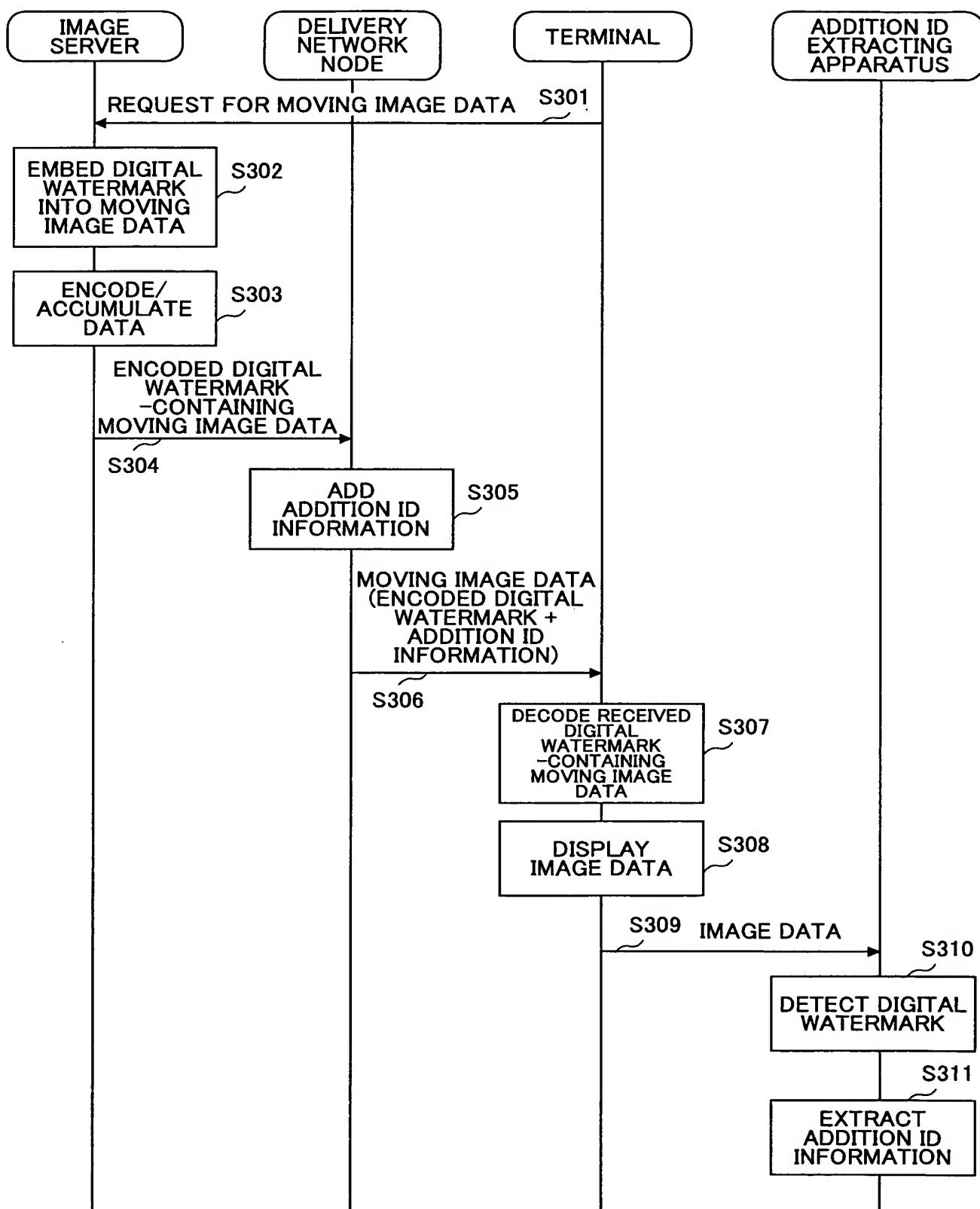
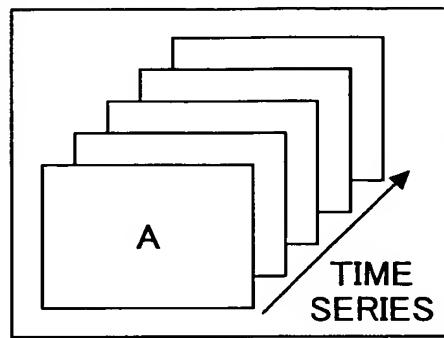
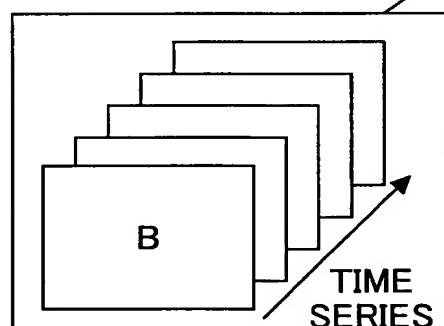


FIG.14

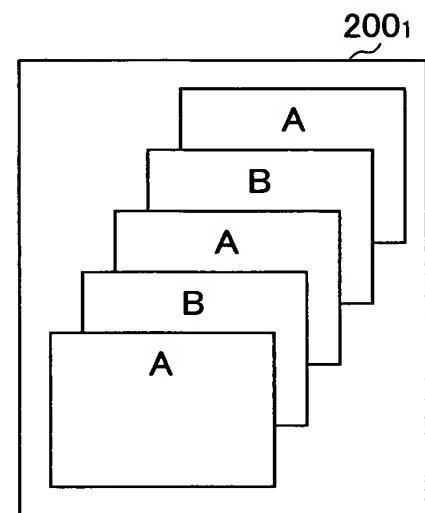
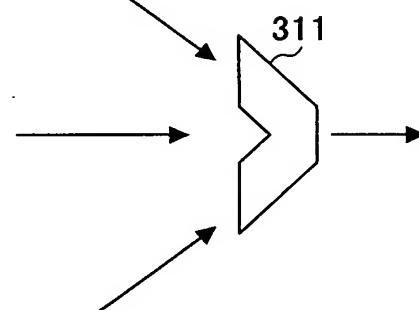
MOVING IMAGE DATA #1  
(WATERMARK INFORMATION "A")



ADDITION ID  
INFORMATION  
"01010"



MOVING IMAGE DATA #2  
(WATERMARK INFORMATION "B")



USER TERMINAL  
RECEIVED DATA EXAMPLE

FIG. 15

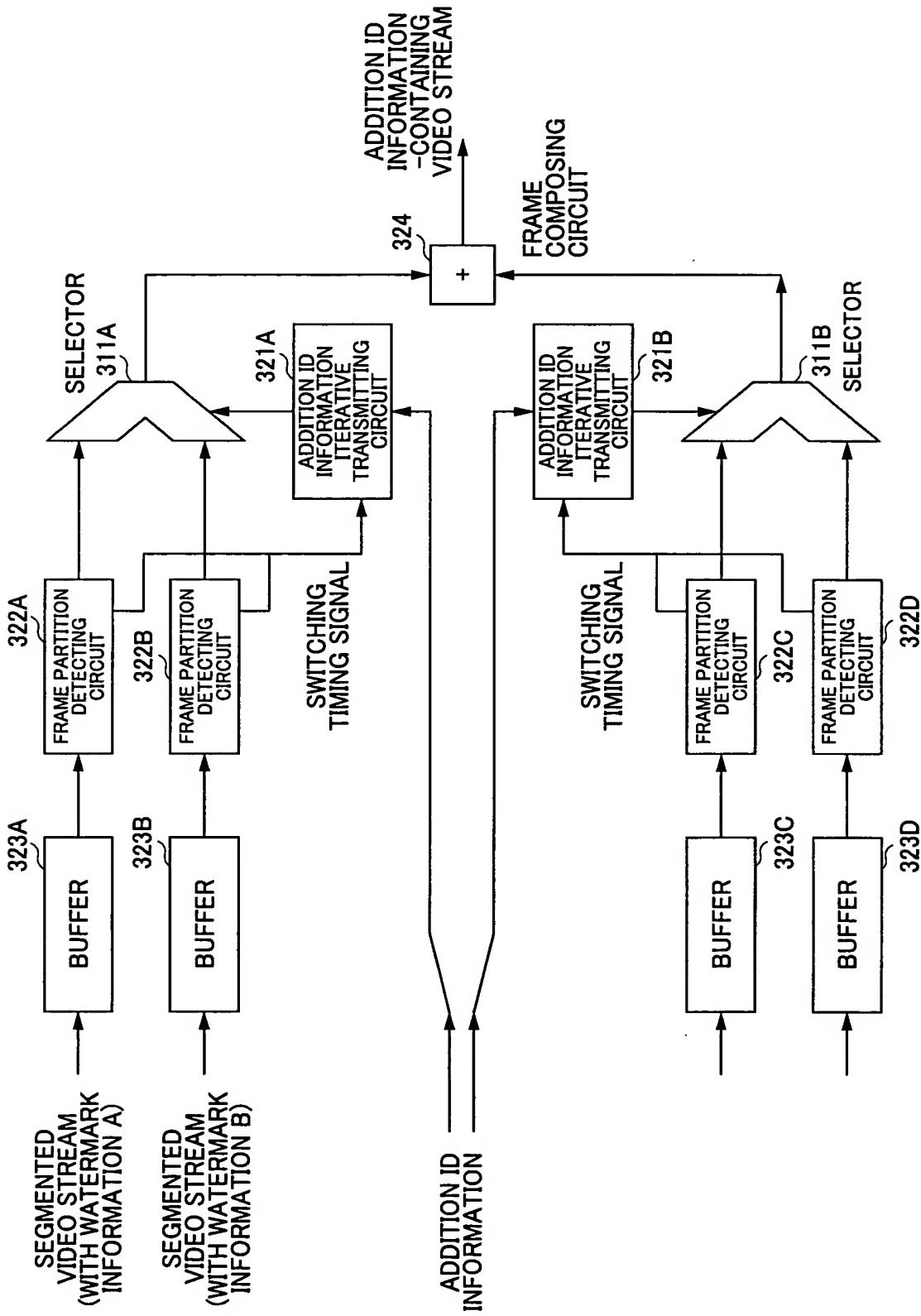


FIG.16

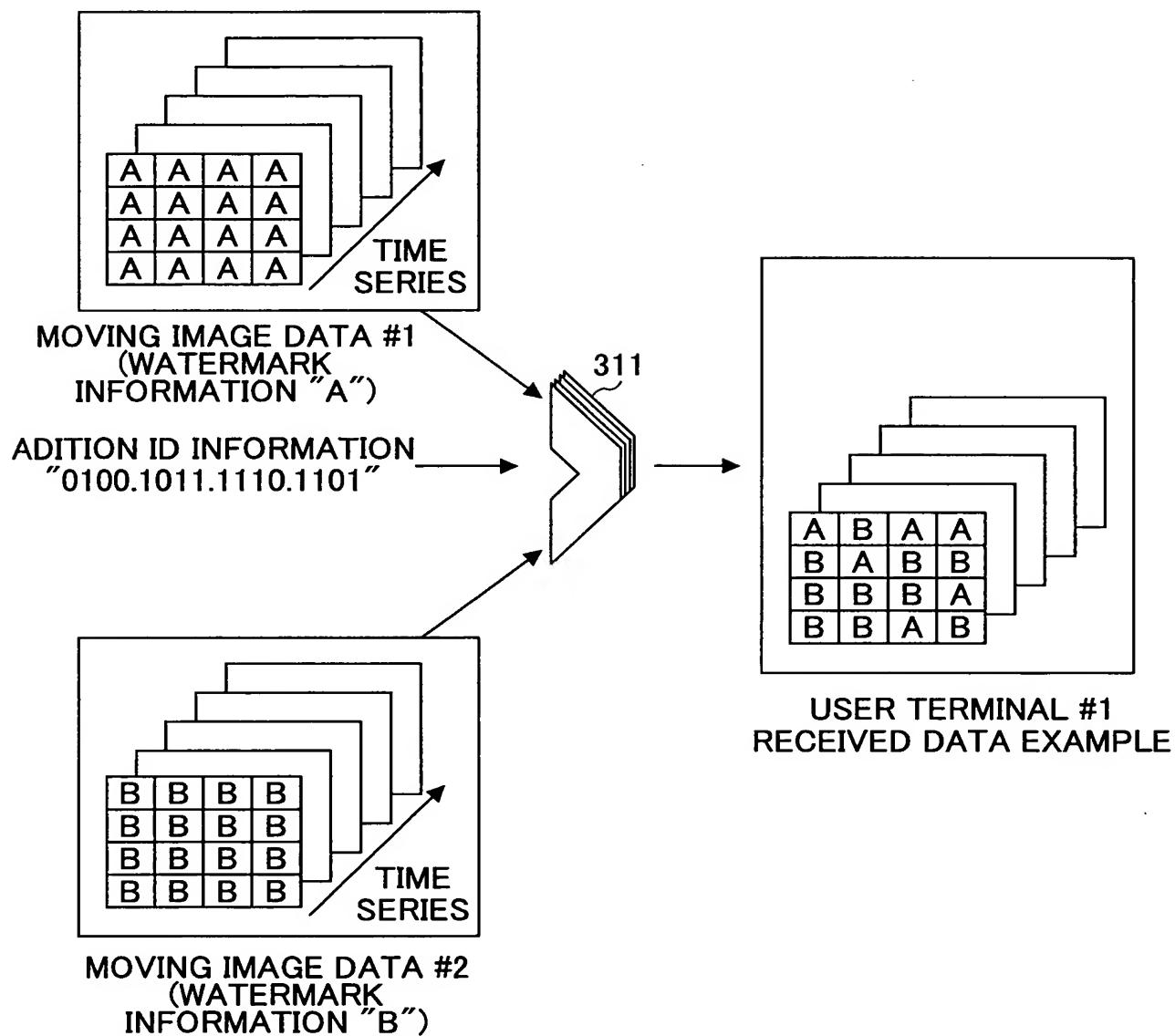


FIG. 17

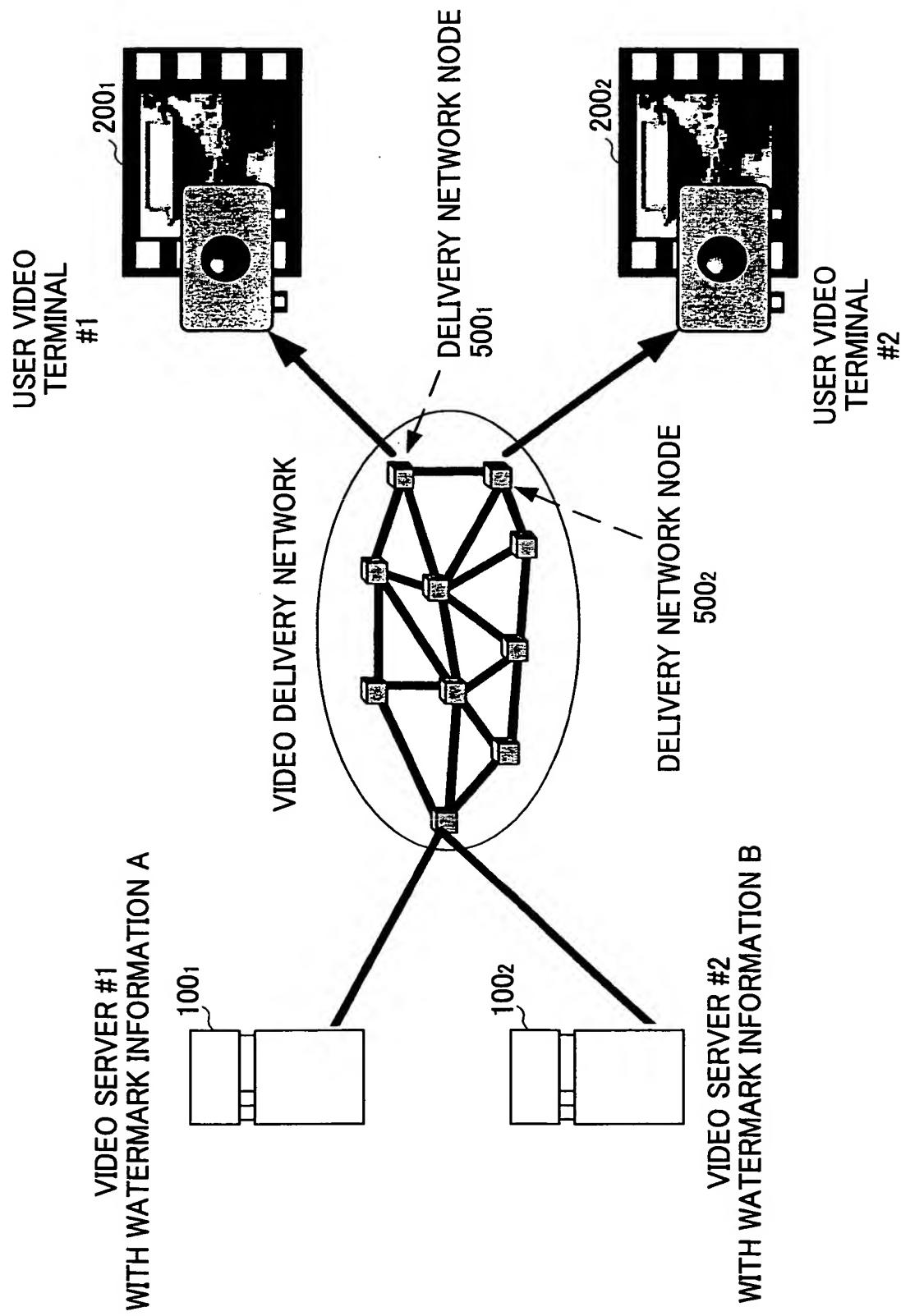


FIG. 18

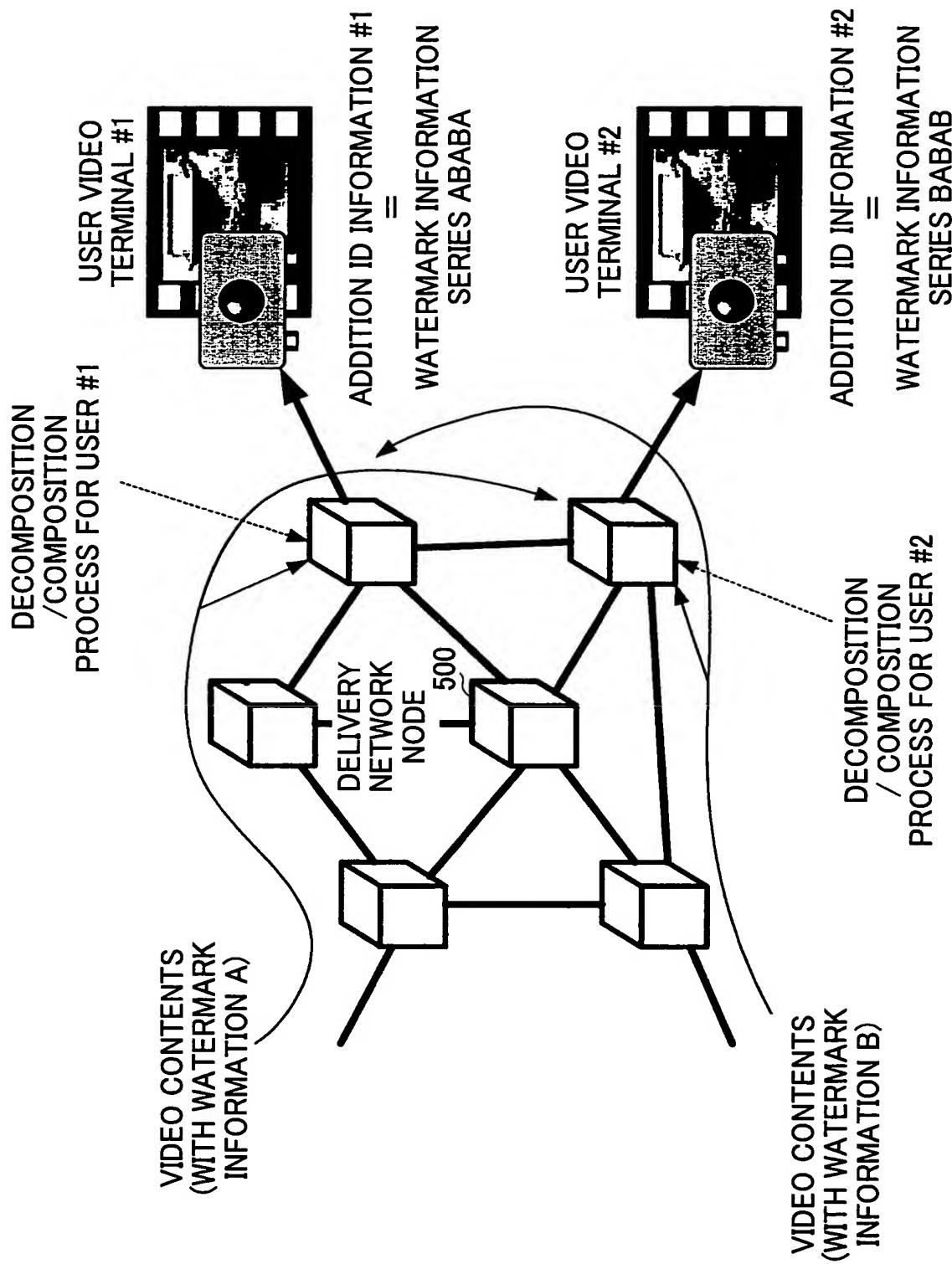


FIG.19

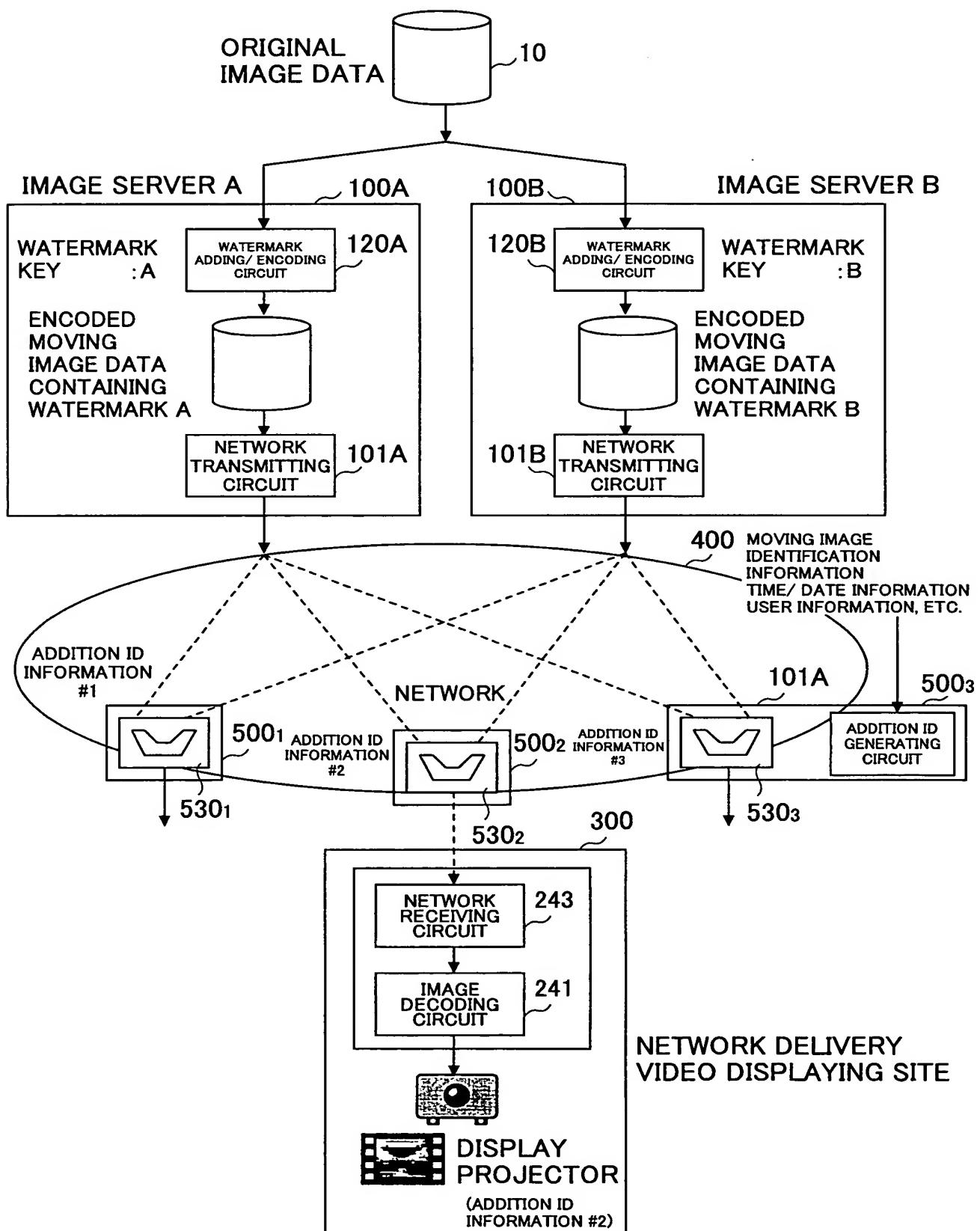
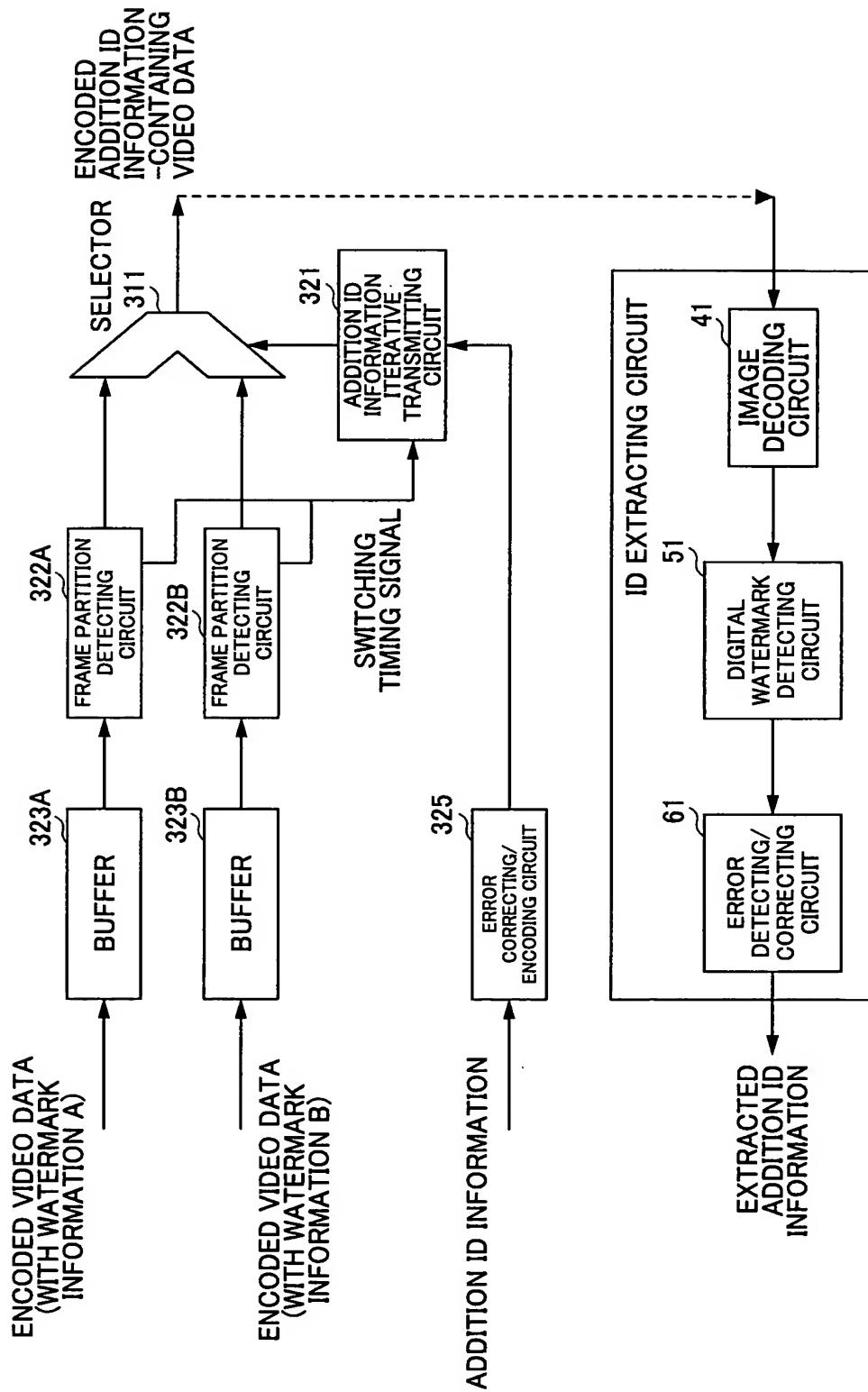


FIG.20



## FIG.21

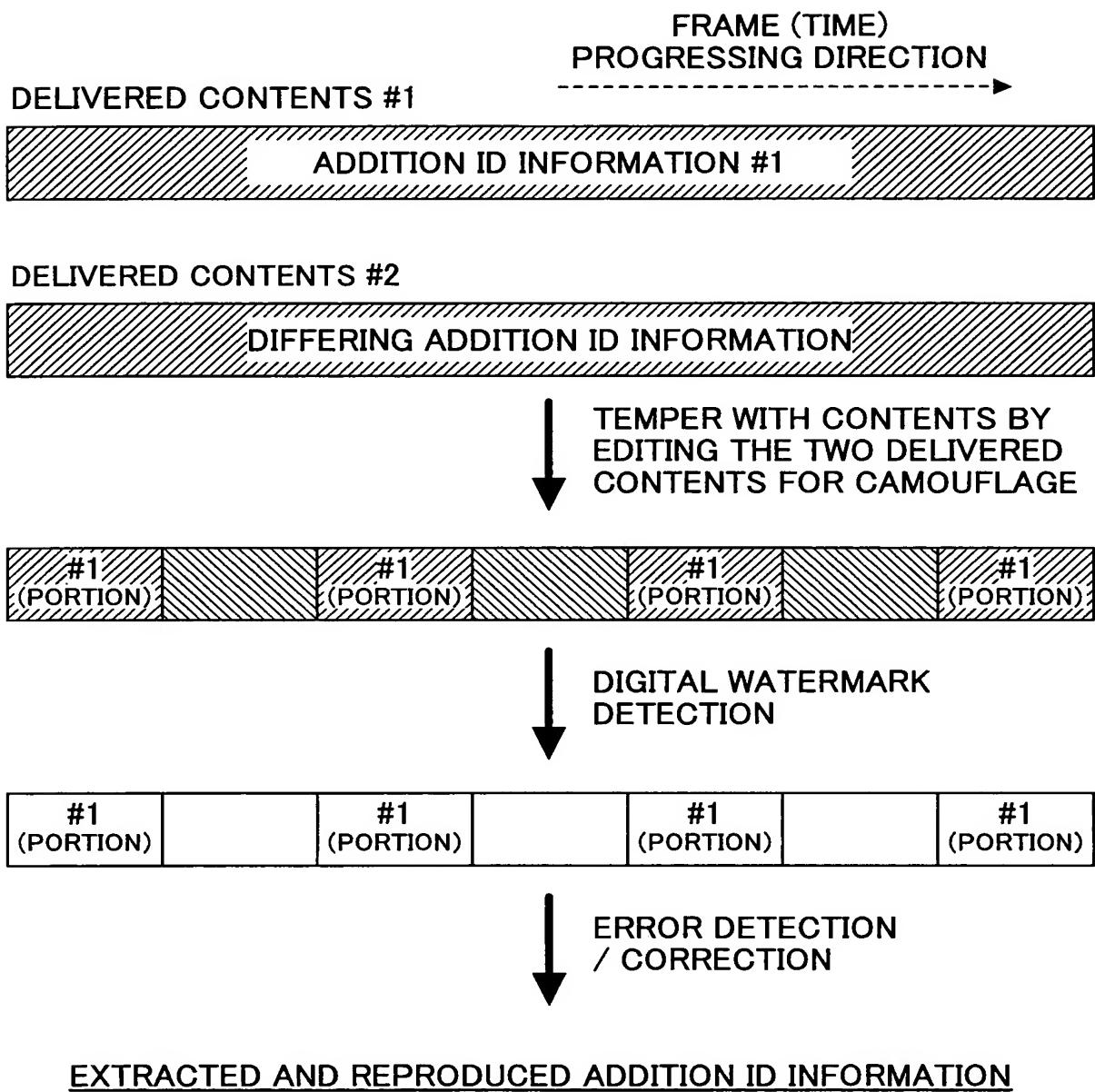
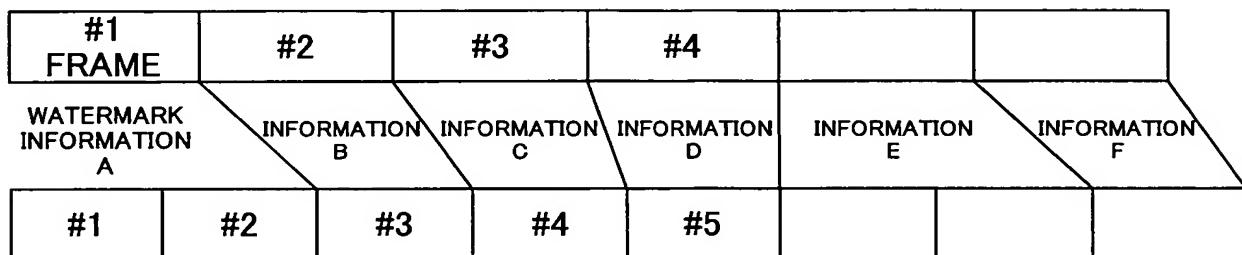


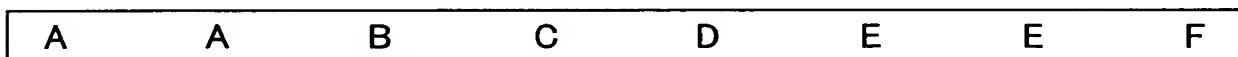
FIG.22

2:3 PULL-DOWN CONVERSION OF  
CONTENTS DELIVERED 24 FRAME/ SEC  
TO 30 FRAMES/ SEC

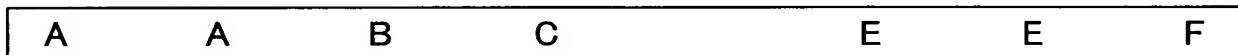
FRAME (TIME)  
PROCESSING DIRECTION  
→



DIGITAL WATERMARK DETECTION



FRAME RATE INVERSE CONVERSION  
(EXTRACT 4 SAMPLES  
OUT OF 5 SAMPLES)



ERROR DETECTION/ CORRECTION

EXTRACTED AND REPRODUCED ADDITION ID INFORMATION